

JOSHUA D. DICK

PROFESSIONAL SUMMARY

Full-stack web developer with nine years of professional experience, primarily in JavaScript and Java. Passionate about writing clean/maintainable/well-tested code, mentoring and educating others, and finding/building tools to streamline everyday software development activities.

SKILLS

Proficient in JavaScript, both backend (Node.js, Koa, Mocha, Sinon.js, Should.js) and frontend (React+Redux, Webpack, Underscore/Lodash, Backbone.js, jQuery), HTML, CSS, SQL (PostgreSQL, MySQL), Cassandra, Redis, Git (including branching models and troubleshooting), Jenkins administration and CI/CD pipeline creation, Linux shell scripting (bash/zsh), general PC repair/troubleshooting (Mac/Linux/Windows).

Previous experience with Java, JSP, Groovy, and PHP. **Working knowledge** of Python.

WORK EXPERIENCE

Architect and Software Engineer, Cisco Systems, Boxborough, MA, 2009-Present

- Full-stack web development, unit/functional testing, and code review on various IP telephony applications in an Agile Scrum environment in Cisco's Customer Journey Business Unit (CJBU, formerly CCBU/CBABU)
- **Architect (as of 2016)**, Webex Teams [Spark] Care and Care Assistant, 2015-Present
 - Chose technology stack (frontend with JavaScript [React/Redux], backend/API with NodeJS [Koa])
 - Led design and development across two six-person Agile Scrum teams
 - Implemented Jenkins CI/CD pipelines and monorepo workflow to share code across related services
 - Defined engineering requirements and helped write user stories to capture them
- **Software Engineer**, Context Service, 2014-2015: Led design and implementation of a JavaScript SDK; implemented various backend APIs using Java
- **Software Engineer**, Packaged Contact Center Enterprise (PCCE), 2012-2014: Defined UI architecture utilizing Backbone.js, jQuery, DataTables and RequireJS; implemented filterable modal tables with infinite scrolling, various backend APIs using Java, and a tool to generate specialized e-mail reports about functional test failures
- **Software Engineer**, Finesse, 2011-2012: Helped design real-time messaging architecture between frontend and backend; created various administrative and end-user-facing UIs using JavaScript (Dojo/jQuery)
- **Software Engineer**, Unified Intelligence Center (CUIC), 2010-2011: Full-stack development on administrative UIs written in JSP and JavaScript (jQuery/Dojo), with backend Java (Hibernate/Spring); created a wizard for generating various types of charts for data visualization
- **Software Engineer**, Customer Voice Portal (CVP), 2009-2010: Full-stack development on administrative UIs written in JSP, with backend Java (Hibernate/Spring)

Architect, Education Startup (in stealth mode), Norwood, MA, 2011-2014

- Architected, designed and implemented a proof-of-concept application for iPad/Android
- Frontend utilized PhoneGap, Bootstrap, Backbone.js, jQuery, and RequireJS; backend utilized CakePHP and PostgreSQL

Helpdesk Specialist, Worcester Polytechnic Institute (WPI), Worcester, MA, 2007-2009

- Provided phone, e-mail and in-person computer tech support for WPI faculty, staff and students

Software Engineering Intern, Cisco Systems, Boxborough, MA, Summer 2008

- Created a Java/JSP-based web application prototype to visualize multiparty audio recordings of phone calls

Lead Instructor, iD Tech Camps, Fairfield, CT, Summers 2006-2007

- Taught Java programming, Multimedia Fusion video game creation and Vex Robotics to students aged 10-17

PERSONAL PROJECTS (see more at <https://joshdick.net>)

onedark.vim (<https://github.com/joshdick/onedark.vim>), 2015-Present

- A dark color scheme for Vim/Neovim inspired by the Atom editor's One Dark syntax theme; 1300+ GitHub stars

callook.info (<https://callook.info>), 2008-Present

- Website with a public, free API for viewing FCC data about US-based amateur (ham) radio callsigns

miniProxy (<https://github.com/joshdick/miniproxy>), 2005-Present

- A simple, open-source web proxy written in PHP; has been downloaded over 10,000 times

GuitARMHero, 2008

- Worked on a four-person team to create a device that plays the game "Guitar Hero III" automatically
- Wrote C++ code to control gameplay via an ARM9 processor development board running embedded Linux

A Virtual Team Room for Wonderland, Sun Microsystems (Major Qualifying Project [MQP], WPI), 2008

- Worked with a fellow student and representatives from Sun Labs to develop 3D web browsing and chart creation components for Project Wonderland, an open-source toolkit from Sun Labs for creating collaborative 3D virtual worlds

EDUCATION

Bachelor of Science in Computer Science, May 2009
Worcester Polytechnic Institute (WPI), Worcester, MA

HOBBIES

Music composition (<https://joshdick.net/music.html>), drums, piano, tabletop role-playing games, ham radio